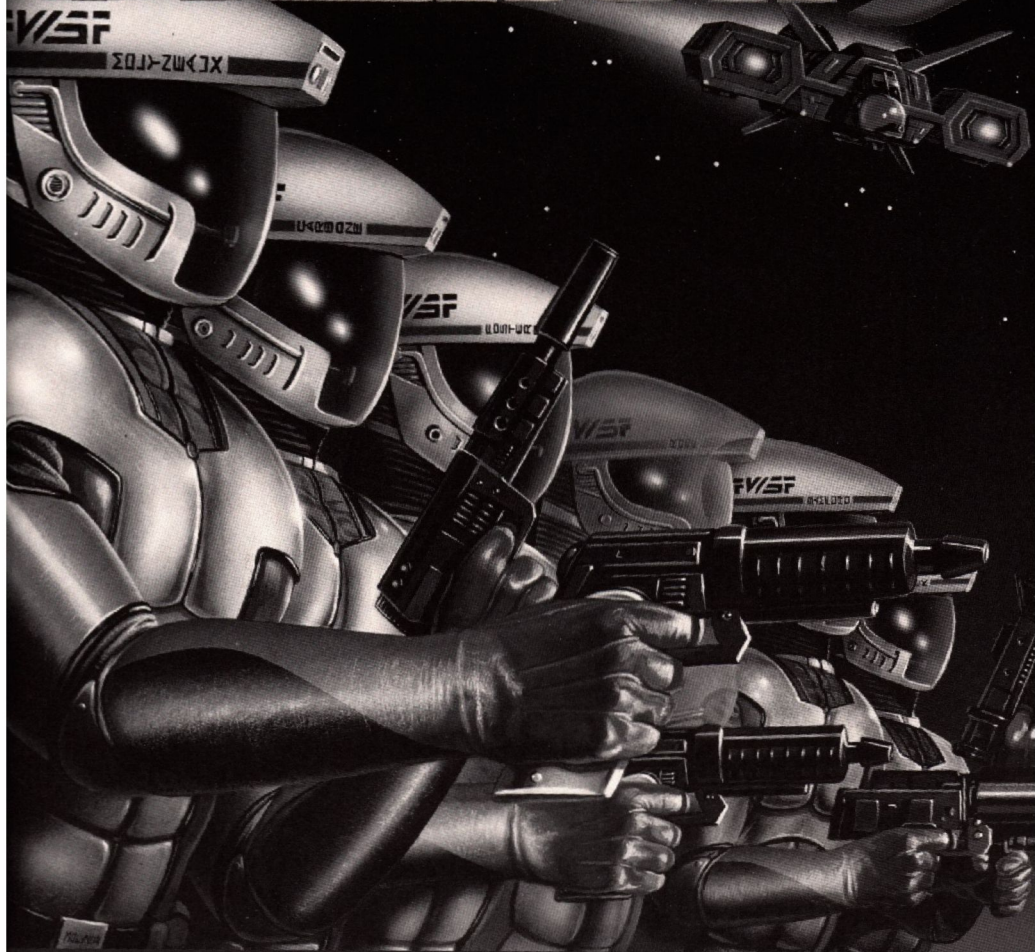


BREACH 3



GAME REFERENCE



Impressions

BREACH 3

FW/F MARINES SQUAD LEADER OPERATIONS HANDBOOK

SF3723-AXI2772

Thank you for buying this product. It is the result of a great deal of hard work and careful thought, and we hope that it will give you many hours of enjoyment.

We are proud of our games, but we know that they can never be perfect. If you have any ideas about how we can improve, we would be delighted to hear from you. Please take the time to fill out the enclosed registration card. We can then add you to our mailing list, and keep you informed of new products and special offers as they come out.

Please check your Technical Supplement and Tutorial Booklet and read the file on your game disk entitled README.TXT for information on changes made and additional features added to **BREACH3** after this manuscript went to press.

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CREDITS

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MISSION SUMMARY

MISSION SUMMARY

When you play **Breach III**, you will take the part of the commander of a squad of marines in the elite Federated Worlds Special Forces. Together, you and your team will undertake missions of grave strategic importance to the security of the Federated Worlds — defending your home against the forces of the United Democratic Planets, obtaining critical data, rescuing important political prisoners, and seizing control of vital emplacements.

You will issue orders to your marines, individually or as a group, and your squad will then attempt to carry out your orders to the best of their ability. It's up to you, as commander, to decide the tactical thrust of the mission — to choose which objectives to go for first, decide on the method of attack, and assign your marines to various tasks according to their skills. As you successfully complete each mission assignment, you earn credit toward a promotion and harder assignments.

Your intelligence and initiative, combined with the unswerving loyalty and dedication of your squad, are all that stand between the Federated Worlds and conquest by the United Democratic Planets and their alien allies. Victory brings freedom and glory. Defeat brings only disgrace and an early grave.

It all depends on you. Good luck!

THE STORY SO FAR...



Approximately 23,000 lightyears from the core of the barred spiral galaxy known as the Milky Way, in one of the spiral arms, exists a class G2 main sequence star designated “Sol”. One of the nine planets orbiting this rather unremarkable star is a habitable (to oxygen processing carbon based lifeforms) globe named Earth. To date, Earth has produced only one sapient, spacefaring race, called *humans*.

Humans were restricted to the confines of the Earth for the first four million years of their existence. All of that changed in the middle of the 20th century, when the race took its first tentative steps into the void of space.

Our story begins in earnest with *The First Stellar Expansion*, which began on May 10, 2029 CE¹ with the first practical demonstration of the hyperdrive field effect. The test was carried out in Building 4 of Area 117 of the Franklin Labs Research Range at Hawthorne, Nevada, in what was then the United States of America. (The region is now part of the Federal Republic of the Americas.) Five years later, that country’s National Aeronautics and Space Administration deployed the unmanned vehicles *Odysseus I & II* to test the practicality of hyperdrive as a method of interplanetary and interstellar travel. *Odysseus I* successfully engaged hyperdrive, but its field effect was greater than anticipated, and resulted in the destruction of both the probe and the Space Tug which had launched it. *Odysseus II* was launched two months later, and its hyperdrive activated only when it had left the vicinity of Earth and Luna. *Odysseus II* returned to Earth orbit three weeks later, having successfully “hyperjumped” to the Oort Cloud at the perimeter of the Sol system, taken readings and photos, and then returned.

THE STORY SO FAR...



THE STORY SO FAR...

In 2040, only eleven years after the hyperdrive filed was first tested and seven years after the *Odysseus* probes, the first practical starship, the USSC *Gerardus Mercator*, with its crew of seven, made a successful jump of over two lightyears through hyperspace. Less than 100 years after that first manned jump, the colonies of Earth consisted of 8 planets and over 10 billion inhabitants, scattered across several solar systems in the “neighborhood” of Sol/Earth, and were known as the Home Cluster.

Hyperspace proved to be rather curious. It was totally devoid of energy or matter, yet spacecraft could operate normally within its bounds. A trip through it (a hyperjump) would take, regardless of the actual distance in “normal” space, 6.8433 Earth days. There were, however, two limitations to its use. One was the enormous amount of energy required to enter hyperspace. The other was the so-call “Mass Limit”, which, stated simply, placed a severe limit on the size of spacecraft that could enter hyperspace.

By the late 2000s, starships, powered by mass-conversion, were strained severely just to travel from one end of the Home Cluster to the opposite end, and three ships were lost when the strain overloaded their systems. The energy/fuel requirements for jumps beyond the Home Cluster demanded starships larger than the Mass Limit permitted. Because of this fact, and that all of the Home Cluster colonies remained dependent on Earth for support, the experts were predicting an end to the Expansion.

As usual, the experts were wrong.

In 2095, a team of scientists, traveling through the far reaches of the Tau Ceti solar system, were shocked when they discovered a huge alien artifact drifting through space. Entire scientific communities came to study the artifact and, several years later, the purpose of the great object was discovered. It was a hyperspace booster, a

device with the capability to “push” spacecraft (and other objects) not tens but *thousands* of lightyears through hyperspace. Since the booster itself did not enter hyperspace (it was calculated to exceed the Mass Limit by a factor of thousands) a ship right up to the Mass Limit could travel enormous distances using virtually no power.



Years of research continued. Why had the Charon — the “gatekeepers”, as the scientists dubbed them — abandoned a working booster? Where had they gone? The scientists were unable to say.

Eventually, elements of the Charon’s control system were deciphered and trial boosts began. They proved the booster to be fully functional and the technicians’ knowledge of the control system was deemed adequate to allow regular use. The *Second Stellar Expansion* was underway.

The booster contained a mapping system of millions of stars, only a few of which seemed to have any special designation. In 2100 researchers christened the most notable of these “Hope”. Their studies of the mapping system led them to believe that Hope and its surrounding systems were populated, perhaps by the builders of the booster. This encouraged potential explorers, who sought to use the booster to travel to the Hope star system and meet the constructors of the Hyperspace Booster. These first explorers boarded their spacecraft and were hurled to the Local Group via the Booster in 2109. When the explorers failed to return to Earth (along with some aliens), the booster researchers went back to their data banks and the next conclusion they reached was that the symbols associated with Hope and the starts around it meant that the area was unusually well-populated with habitable planets. Fortunately for our forefathers, the assumption was correct.

By 2208, the last uncolonized habitable planet with the original LG boundaries was formally settled (Arbest).

THE STORY SO FAR...





THE STORY SO FAR...



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Colonists continued to arrive en masse from the Home Cluster until 2299, when colonization efforts were shifted to the more recently discovered Dark Cluster. Smaller groups of colonists continued to arrive until the end of 2322.

From the very beginning, the Local Group had received Development Assistance packages from the Home Cluster to assist them in construction new colonies and providing updates to their technology. In 2323 the shipments stopped coming. Officially, the word was that there hadn't been any indication that they would stop. The ten years that followed were known as The Great Panic, a period of interstellar war and piracy that nearly destroyed human civilization in the Local Group. Fortunately, at the peak of hostilities, a hyperspace booster was discovered inside the Local Group. The knowledge that two-way communication with the Home Cluster might be established acted to calm the Local Group. A monumental plan was put into action to move the booster, entirely at sublight speeds, into orbit around Cetus Amicus. But, during the decades the move required, the Local Group again fell into turmoil, this time to emerge divided into two mutually hostile governments: the Federated Worlds (FW) and the United Democratic Planets (UDP).

Following years of instability and chaos, the FW and UDP ceased hostilities and formed an overarching governmental agency known as the Local Group Unification Organization, which was to oversee the slow reunification of the two nations.

Several years after the reunification process began, the hyperspace booster at Cetus Amicus was certified as operational. The Federated Worlds, eager to re-establish contact with the Home Cluster, dispatched the FWS Union, under the command of Captain Alex G. Seward, to use the booster and travel to Tau Ceti III — the location of the

Home Cluster's hyperspace booster. Captain Seward completed his mission, overcoming a saboteur and xenophobic locals, and uncovered the truth about the discontinuance of Development Assistance packages to the Local Group.

Seward's report of his findings, sent back to the Local Group via the Tau Ceti booster, led to an investigation by the Federated Worlds Special Forces Intelligence Division (FWSF-ID). It was discovered that a conspiracy had been going on for those fifty years of non-contact, involving high-level officials in not only the Home Cluster, but also in both the FW and UDP, many of whom were currently serving on the Local Group Unification Organization's high council. Some of the investigation's findings were leaked, and this caused the Unification Organization to collapse. With both UDP and FW governments implicated in the conspiracy, both sides grew mistrustful and hostile. Following several military incidents, On 24 April 2374 CE the UDP declared war on the Federated Worlds.

After two years of conflict in which neither side could gain the upper hand, the UDP assumed a less outwardly aggressive posture, targeting their strikes at key weaknesses in the FWAf.

During the period just prior to and during the FW/UDP War, a number of sapient species were encountered by both governments. A few were peaceful, others were not. In many cases, the humans in the Local Group had no clue as to the origin of these aliens.

This is the situation which exists today.

¹CE = Common Era. Based on the Gregorian calendar, the Common Era dating system includes the Year Zero. Thus, 2029 CE is 2028 AD.



THE STORY SO FAR...



Mission Startup



Where Do I Start?

To get the most enjoyment out of your new game as soon as possible, we recommend that you start by reading and trying the Game Tutorial in the *Technical Supplement and Tutorial* booklet included with this game. After you have finished the tutorial, you can then read the rest of the manual to get a better understanding of the game's features, or just refer to those sections that deal with the parts of the game you find most interesting or confusing.

Installation

For complete instructions on how to install **BREACH3**, how to start the game, and where to find help if you need it, please refer to the *Technical Supplement and Tutorial* booklet.

Game Overview

When you begin playing **BREACH3**, you start by creating a Squad Leader character. This Squad Leader represents you; if he dies during the game, the game ends. Successful completion of missions earns your Squad Leader experience points that help him advance up through the ranks.

Each individual *mission* in **BREACH3** has a set of objectives which must be met in order to win the mission. In most cases, several missions are strung together into a single *campaign* with an overall goal. When you begin a campaign (or a stand-alone mission), you get to select your squad members from a list of available marines, each with his or her own specialties and style of fighting, and then equip your squad and yourself from an available pool of equipment. The choices you make at this stage will determine how well-prepared your squad will be for the challenges it will have to face during the campaign.

You will be given a briefing before each mission that will give you some information about what to expect in the coming fight. This briefing may provide you with useful information to help you decide which marines to put in your squad and what equipment to give them — or it may not.

The list of marines and equipment available to you will differ from campaign to campaign. Sometimes you may have crack veteran troops



and a wide choice of weaponry and equipment, and other times you may have only green recruits, each with exactly one laser rifle.

As you proceed through the missions that make up the campaign, you may lose or gain equipment, or one or more of your squad may be killed. These results carry over from one mission to the next. A squad member killed early in the campaign will be unavailable for all later missions, a piece of equipment destroyed or left behind will not reappear, and a piece of equipment picked up will be available for use in later missions of the campaign. Remember that if your Squad Leader is killed, the campaign ends.

BREACH3 also includes a Scenario Builder which will let you design and create your own scenarios to challenge yourself or your friends (or enemies.) You may also be able to use the Builder to alter some of the predesigned campaigns that are included with the game, if you like.

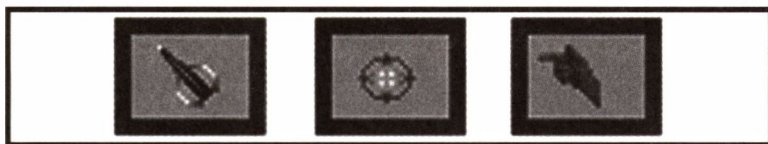
The Game Interface

You will require a mouse to play this game. For directions on how to use the keyboard commands for certain game functions, please refer to the *Technical Supplement and Tutorial*.

The following rules will allow you to manage the **BREACH3** game interface quickly and easily:

- I. When you are told to **click** on something, assume that the **left** mouse button is the one you should be using unless you are specifically told otherwise.
- II. Most commands are accessed by **mouse command buttons**, rectangular boxes with words or abbreviations written on them. To use a command button, put the tip of the mouse pointer over the button and click.
- III. The mouse pointer can appear as any of three different graphic objects:
 - The **arrow**: This is the most common, general purpose pointer used to give commands to the game.
 - The **crosshairs**: This pointer is used to target your soldiers' fire.
 - The **hand**: This pointer allows you to select a marine directly by clicking on the upper part of the figure. It also allows you

to identify any object in the view window by moving the hand over it. The object's name will be shown in a box at the bottom middle of the screen.



General
Pointer

Target
Pointer
(Crosshairs)

Hand
Pointer



To click on buttons or otherwise give game commands, you must use the **arrow** pointer. Commands can't be given with either the crosshairs or the hand pointers. To switch between pointers, **click the right mouse button** until you see the pointer you want. (The crosshairs and hand pointer are available *only* from the mission screen.)

IV. Sometimes you will be given a list of names or options to choose from. If the selection you want is visible, select it by clicking on it. (You may have to click a second confirmation button to execute your choice on some panels.) Most lists will have a yellow and black **scroll bar** at the right-hand edge. If the list is longer than the panel can hold, you can view the rest of the list by either clicking on the up and down arrows at the top and bottom of the scroll bar, or by pointing to the yellow scrolling handle (between the arrows) and then clicking and holding down the mouse button to drag the handle up or down.

V. On the Squad Leader creation screen and in some areas of the Campaign Builder, there will be **input boxes** where you will want to place information. A box filled with **yellow text** can be edited by clicking on the box (which will then be highlighted in yellow), backspacing to remove any text already in the box, and then typing in the new text and pressing **Enter**. To restore the old text to the box, press **Escape** before hitting the Enter key. A box filled with **white text** that has a pair of black and white **toggle arrows** placed nearby can be edited by clicking on the arrows to change the value in the box (usually a number but not always.) A box filled with white text that has no arrows nearby has a value that is automatically assigned by the game and can't be edited manually.

VI. All screens will have a mouse command button somewhere labeled **Exit**, **Escape**, or sometimes **Cancel**. **Exit** and **Escape** take



BREACH3

you out of the current screen without canceling any of the commands you have entered. **Cancel** will take you out of a menu and abort any commands you entered while there.

VII. Executing certain commands in the game may cause a **usurper box** to show up. Usurper boxes appear on top of the main screen and prevent the main screen from being accessed until the requirements of the usurper box have been satisfied. One common type of usurper box is the **confirmation** box, which appears on the execution of any command asking for a major change in the game, such as the deletion of a file. To complete the execution, click on **Yes**. To abort the command, click on **No**.

The Destination Screen

The first screen to appear after the title screen and game credits is the *Destination Screen*. At the right is a picture of your technicians getting the mission equipment ready to go, and at the left are a number of switches which will take you to the different sections of the game. To select an option, left click on the gray rectangle at the right side of the bar.

Create Squad Leader: Click here to create a new squad leader character.

Campaign Assignment: Click here to start a new campaign or continue playing an old one.

Campaign Builder: Click here to design a new campaign.

Configure: Click here to set the game options.

Exit: Click here to exit the game.

In general, you will first want to create your Squad Leader, then play a campaign. (One premade squad leader character is provided with the game, in case you simply want to get started playing.) When you are experienced with the play of **BREACH3**, you may then wish to use the Campaign Builder to design new missions for yourself or for other players.

Setting the Game Options

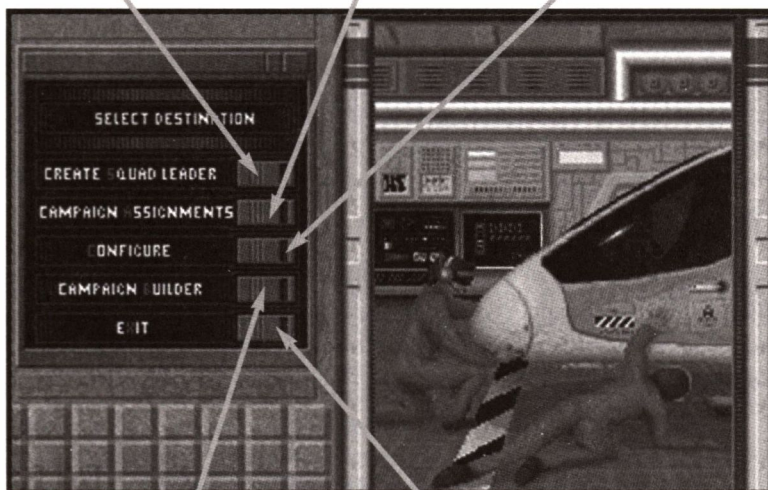
Click the **Configure** bar on the Destination screen to set the game options for your Sound and Music drivers. Click a button and then select the proper driver from the list that pops up.

Destination Choice Screen

Make New Squad
Leader

Start A New
Game

Set Sound &
Music



Design an Original
Campaign

Exit to DOS



GAME REFERENCE

The Squad Leader

After you click on the Create Squad Leader box on the destination screen, the Create Squad Leader screen will appear. Your squad leader starts out as a low-ranked officer in the Federated Worlds Special Forces (FWSF). As he successfully completes missions, he gains in experience. The gain in experience translates into better performance during missions (higher success rates for various tasks), and eventually into promotions. An unsuccessful mission reduces your Squad Leader's experience score and therefore his chances for promotion. All Squad Leaders begin at the rank of Lt. Commander, and can rise as far as Fleet Admiral with exceptional performance. The death of your squad leader automatically ends the campaign (although the Squad Leader's permanent record remains on file so that he may be reused for another campaign.)



The Squad Leader starts out with three basic statistics: *Strength*, *Agility*, and *Accuracy*. These statistics (or “stats”) are rated on a scale of zero to one hundred, with fifty being average. The level of each stat is randomly determined by the game each time a new Squad Leader is created. If you aren’t happy with the stats your first Squad Leader is given, click on **New** to create a different set.

The other statistics on the bottom half of the screen (Missions Attempted, Victories, Losses, Battle Time, Kills, and Marines Lost) all begin at zero, and will be automatically updated as your Squad Leader goes on missions and either succeeds or fails. These stats cannot be set manually.

When you have a set of statistics you like for your Squad Leader, click on the *Name* input box and baptize him (or her, or it.) The name can be up to twenty characters long. Then enter an *Age*, the date he *Entered Service* (the current year is 2376 CE), and his *Race*. Use the

Create Squad Leader Screen

Enter Age Enter Enlistment Year Choose Picture

Choose Gender Enter Name Enter Race

| CREATE SQUAD LEADER | | | |
|---------------------|--------------------|--------------|---|
| NAME | JACQUELINE SELWICK | | |
| RANK | LT. COMMANDER | | |
| SERIAL NUMBER | 5F3742 CH59834 | | |
| AGE | 28 | | |
| ENTERED SERVICE | 2374 | | |
| RACE | HUMAN | | |
| GENDER | FEMALE | | |
| | | PICTURE | |
| | | | |
| STRENGTH | 50 | LOSSES | 0 |
| AGILITY | 50 | BATTLE TIME | 0 |
| ACCURACY | 50 | KILLS | 0 |
| MISSIONS ATTEMPTED | 0 | MARINES LOST | 0 |
| VICTORIES | 0 | | |

NEW SAVE EXamine EXIT

Squad Leader Statistics Clear All Entries Save This Record View Other Records Back to Previous Screen

toggle arrows to set your Squad Leader's gender and select a picture to go with the dossier. Your Squad Leader will be assigned a thirteen-digit serial number automatically.

When your Squad Leader is completely designed to your liking, click on **Save** to store his permanent record in the FWSF databanks.

To see your Squad Leader's dossier, or that of another FWSF Squad Leader, click on **Examine**. A usurper box with the list of all the Squad Leaders currently active in the FWSF databanks will appear. Click on the record you want to review, and then click **OK** to bring up the Examine Squad Leader screen. This screen will display the Squad Leader's name, rank, year born (calculated from the age you entered), the year he entered service, his serial number, what campaign he is currently assigned to (if any), his performance index (i.e. experience), and his current statistics and commendations (if any).

If you decide that you no longer wish to play a certain Squad Leader, bring up that record and click **Retire**. This command permanently erases that Squad Leader's records from the databanks, so be certain that you wish to do so before you execute this command.

The Campaign

A *campaign* consists of a number of separate missions linked together in a specific order. Technically, a "campaign" might have only a single mission, but in general there will be multiple missions to resolve before the campaign is complete. When you finish one mission, the next one in the campaign will automatically begin, though you'll have the chance to change your marines and equipment stocks first. The outcome of each mission will often determine which mission you go to next — a successful mission may lead you to a different place than a mission which ends in failure. The events in a campaign are sequential and carry over from mission to mission — for example, if one of your squad is killed on an early mission, he will not be available for the rest of the campaign. If your squad leader dies, the campaign ends.

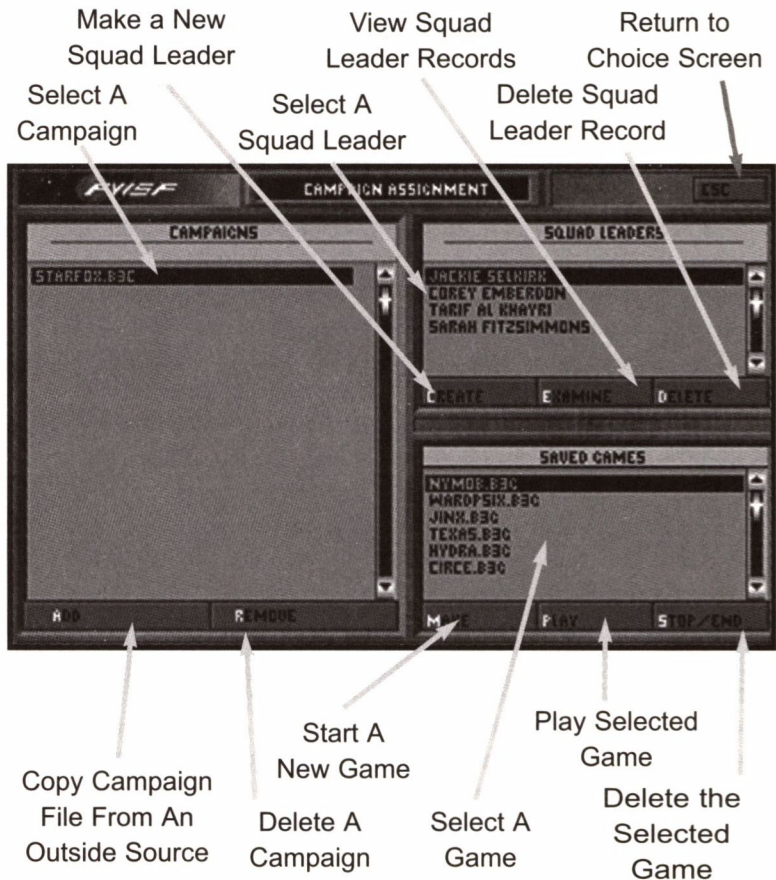
For some campaigns, there may be more than one way to successfully complete the campaign, although it is likely that certain paths to victory will be worth more experience than others. Experience is awarded (or lost) at the end of each mission, but the final adjustments are not made to your Squad Leader's permanent dossier until the entire campaign is completed.





After you click on the Campaign Assignment box on the destination screen, the Campaign Assignment screen will appear. There are three boxes this screen, one on the left and two on the right. The left box contains the list of available campaigns to play, the top right box lists the available Squad Leaders who may be put in charge of the selected campaign, and the bottom right box shows the games that are currently in progress. Each of these boxes has a scroll bar that you can use to view more of the list if it is too long to fit in the box all at once.

Campaign Assignment Screen



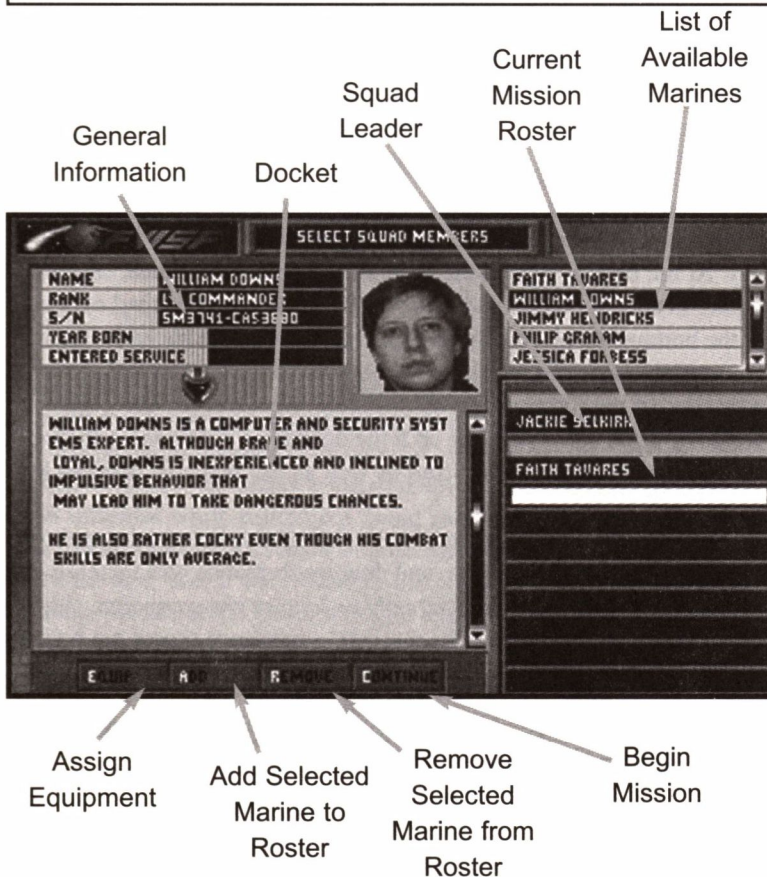
Beginning a Campaign

To start a new game, first select a campaign, then the Squad Leader you want to play, then click on the **Make** button. (Note: You can also create, examine, and retire squad leaders from this screen just as you can from the selection screen by clicking on the appropriate buttons.) A usurper box will appear, asking you to name your game. The game name can be up to eight alphanumeric characters long. Enter the game name, press Enter, and click on **OK**. Your game name will appear in the *Saved Games* list with the suffix **“.b3g”** attached. Select your new game and click on **Play** to start playing. If you already have a game saved, you may restart it by selecting it and clicking on **Play**.

A Squad Leader may be assigned to only one campaign at a time. If you have started a campaign with one particular Squad Leader and saved it without completing it, you will not be able to use that Squad



Squad Selection Screen





BREACH3

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Leader for any other campaign until you complete or stop the current campaign in which he is being used. To stop or end a saved game without completing it, highlight the game and click **Stop/End**. Any experience gained by your Squad Leader during the uncompleted game will be lost.

When a new campaign is begun, you will first be shown the Campaign Briefing screen which will tell you the overall background and objectives of the campaign as a whole. Click on **Continue** to proceed. If you want to save this game and come back to it later, click on **Delay** and you will be returned to the Campaign Assignment screen.

After the campaign briefing, the Mission Briefing screen will appear to give you the specific background and objectives of this single mission. As with the campaign briefing screen, click on **Continue** to proceed or **Delay** to save the game and come back to it later.

Preparing Your Squad

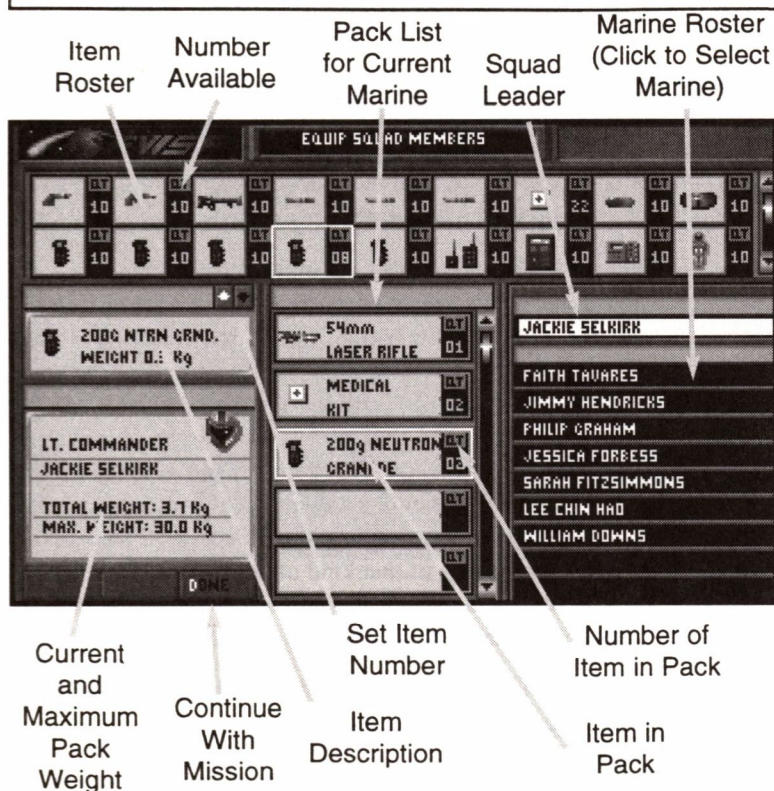
After you are finished with the mission briefing, you will see the Select Squad Members screen appear. You may select up to nine marines for your squad. At the top right side of the screen is the list of currently active marines, while the dossier for the currently selected marine on the list appears on the left side of the screen. The dossier gives you some idea what kind of behavior you can expect from that marine in a combat situation, and tells you his or her specialties, if any. At the bottom right is the current roster for your squad, with your Squad Leader at the top and room for up to nine other squad members at the bottom. To place a marine on the roster, select his name from the available marines list and click on **Add** at the bottom left. To take a marine off the roster, select his name on the roster list and click **Remove**. (You can also bring up a the dossier of a marine on the roster by clicking on the roster itself as well as the available marines list.)

Important Note: Although marines will increase in experience during the play of a single campaign, and their performance will increase accordingly, these increases *last only as long as the campaign*. When the campaign is completed, the marines' experience scores are reset to their original level.

To assign equipment to a chosen marine, click on **Equip** to bring up the Equip Squad Members screen.

The double bar at the top of the screen contains the available equipment inventory for the current campaign. A picture of each piece of

Equip Squad Members Screen



GAME REFERENCE

equipment appears, with a number in the "QT" (Quantity) box just to the right indicating how many of that item are in stock. This inventory will change from mission to mission — equipment used up, left behind, or destroyed during a mission will not be available for subsequent missions while equipment found and brought back by you or your marines during a mission will be added to the inventory on your return for later use. If the inventory bar contains more than two rows of items, use the scroll bar at the right edge to view the rest of the inventory.

To select a piece of equipment from the inventory, left click on it. At the top of the first of the three columns underneath the inventory bar is the current equipment box, which shows the name and weight of the item you have selected. Underneath that box is the current marine box showing which squad member you are equipping. The *Total Weight*



readout indicates how much weight that marine is carrying, while the *Max Weight* shows what his carrying limit is. As you select pieces of equipment for each marine, the total weight readout will automatically update.

The current marine box will always appear with the marine that you had selected on the previous screen as current. To select a different squad member, click on the desired marine from the squad roster that appears in the third column underneath the inventory bar.

The middle column contains the pack list for the currently selected marine, which can be scrolled with the scroll bar at the right edge of the column. To add an item to the marine's pack, left click on the item on the inventory bar so that it becomes the current item. You can then use the toggle arrows just above the current item box to add or subtract one or more of that piece of equipment from the marine's pack. The "QT" box beside each pack slot shows how many of that item the marine has. The inventory totals will be automatically adjusted to the right number remaining as items are placed in the marine's pack. When there are no more pieces of that kind of equipment left in the inventory, the icon for it will disappear. Similarly, when a new item is put into the inventory, a new icon is added.

To take an item out of the marine's pack, left click on the item *in the pack list* and then use the toggle arrows to adjust the total.

You may also add and remove items from the pack list by selecting the item in the pack list or in the item roster, holding down the mouse button, and dragging the item to its new position in either the list or the roster.

When you have selected and equipped your squad (don't forget to equip yourself as well!), click on **Continue** to start the game play.

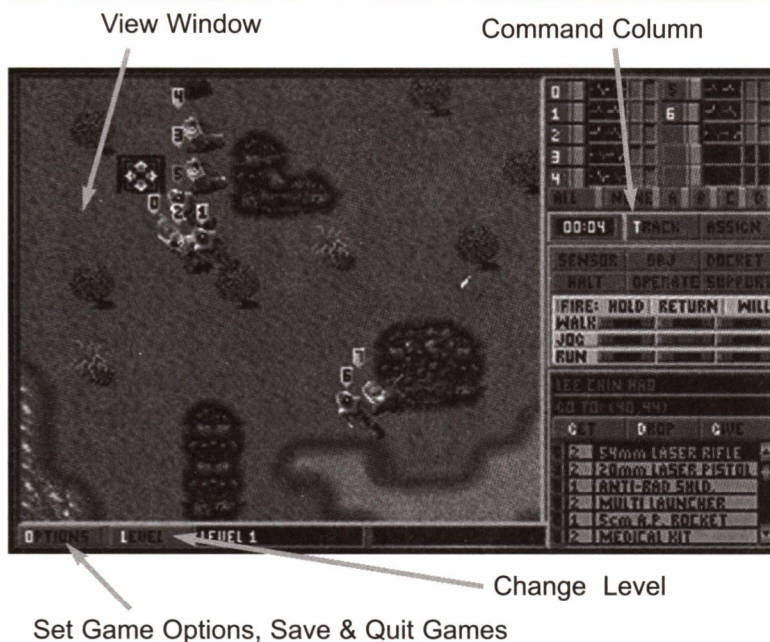
The Mission

The Mission Display Screen

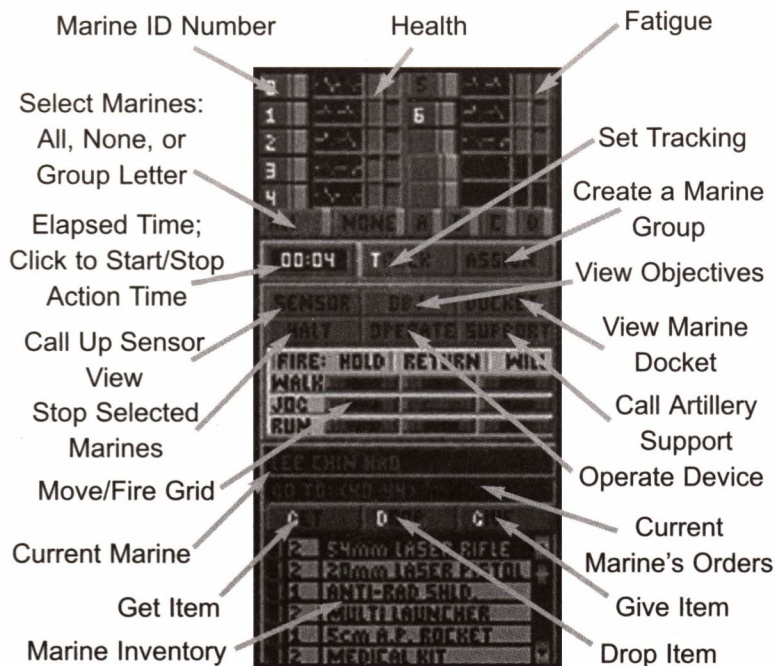
The mission display screen is where the game action takes place. This is where you will carry out your assignments.

The left two-thirds of the Mission Display is the View Window, the area where the action of the game takes place. The right third of the Mission Display is the Command Column, where you issue orders to your squad, track their health, and manage their inventories.

Mission Display Screen



GAME REFERENCE





The View Window shows you only a small section of the current level. To view more of the level, move the mouse pointer to the any edge of the screen and the view will scroll in that direction. To view the entire level at once, click on the button marked **Sensor** in the Command Column and you will see a reduced view of the entire area. The positions of your marines will be marked with small yellow squares, and the current area in the view window will be marked by a yellow outline box. You can use the Sensor map to move your view quickly around the level by clicking on the map; the yellow outline box will move to the new position, and when you return to the Mission Display (by clicking **Exit**), that area of the level will appear in the View Window.

How much of the level you can see in the View Window and the Sensor View will depend on how you have set the *Visibility* option for the game (see below). If you have Visibility set to *Limited*, any area which your marines cannot directly see will be blanked out on both maps. If you have Visibility set to *Unlimited*, you will be able to see the entire level.

If the Mission has more than one level, you can view the other levels by clicking on the **Level** button below the View Screen and selecting the level you want to view from the pop-up list that appears. As long as Visibility is set to *Unlimited*, you will be able to view the other levels of the mission even if you do not have any men on the level.

Setting the Game Options

In the lower left corner of the Mission Display screen is the **Options** button. Click this button to bring up the Game Options screen.

From this screen, you can do the following things:

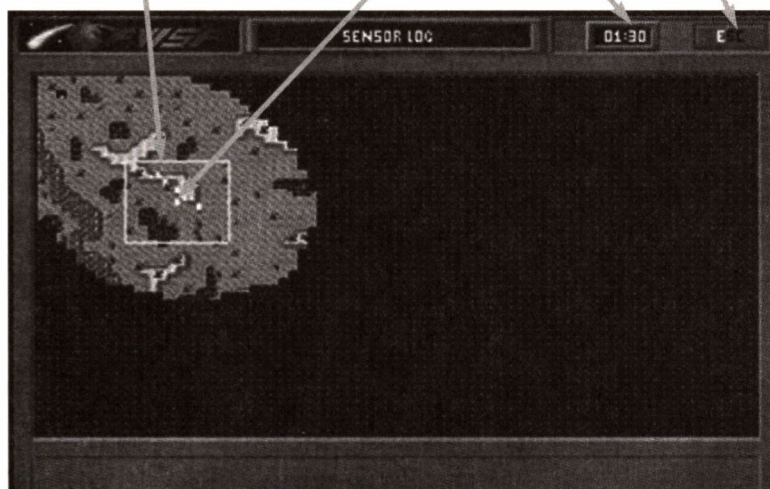
- **Save** the current game.
- **Quit** the current game.
- Return to the game in progress by clicking **Continue**.
- Set the **Visibility** of the game to *Limited* or *Unlimited*.
- Set the **Scroll Speed** of the game to control how fast the View Window moves.
- Set the **Route Depth** of the game. This variable controls how long each marine will spend trying to find a route to the destination you've selected. A high Route Depth setting makes it more likely that the marine will find a route, but it will take him longer to do so. A low Route Depth setting means that if a marine can't find a route quickly, he will stop trying and report his failure to find a route.

Sensor Log, Limited Visibility

Yellow Box
Shows Area
Currently in Main
View Window

Yellow Squares
Indicate Troop
Positions

Return to Mission
Display Screen
Elapsed
Time



Sensor Log, Unlimited Visibility



GAME REFERENCE



Mission Time

BREACH3 operates in two different kinds of game time: *stop time* and *action time*. The black and yellow clock in the Command Column shows how much time has elapsed since the mission began, but it also controls which of the two time modes the game is currently running. To switch between time modes, click directly on the clock. When time is stopped, the clock shows yellow numbers on a black background. When time is running, the numbers are black on yellow. Also, when the hand pointer is used to select marines (see below), time stops when the hand pointer is brought up and resumes after you leave hand-pointer mode.

You may issue as many orders and scroll around the map as much as you like in stop time, as well as examine objectives, dockets, and sensor maps. However, any orders given to your marines during stop time will not be carried out until time resumes.

When action time is underway, you can direct the movement of any currently selected marines by simply clicking on their destination in the view window. The marines will begin moving toward that location at whatever speed you have chosen. See “Selecting Your Troops” for directions on how to select marines, and “Issuing Commands” for instructions on how to set their movement speed.

Selecting Your Troops

Each of the marines in your squad is identified with a number. This number appears on an orange *Dog Tag* which appears above each marine in the View Window, and is also the number used to identify each marine’s *Telemetry Readout* (See below.) Your Squad Leader is always Marine Zero. When giving commands to your squad, your Squad Leader is controlled exactly as any other marine. The only difference (though it’s an important one) is if your squad leader is killed, the game ends.

In order to issue commands to your squad, you need to first select the marines to which you want to give an assignment. The two basic ways to select marines are:

- Go to the *Telemetry Readout* section of the Command Column and click on the marine’s number.
- Click the right mouse button until the mouse pointer changes to an orange pointing hand. Click the pointer on the top half of the

figure for the each marine you want to select. A flashing red outline will appear around the marine's Dog Tag when the pointer is in the right place.

Each marine you select *stays* selected until you deselect him by clicking on his number or on him again, or you select a group button for a group of which he is not a member (see below for an explanation of how to group marines.)

There are three different types of selection status a marine may have. Each type of status is reflected in the color of his telemetry number and his dog tag.

- *Not Selected:* The marine's telemetry number is black. His dog tag is orange with a black number.
- *Selected and Current:* The marine's telemetry number is red. His dog tag is yellow with a red number.
- *Selected but not Current:* The marine's telemetry number is yellow. His dog tag is yellow with a black number.

If you want to quickly make a certain marine both selected and current, you can do so by right-clicking on his ID number.

When you issue an order, *all* selected marines will receive and try to follow it, whether or not they are current. However, only the *current* marine's inventory will be displayed in the Inventory Box on the Command Column (see below), and only the current marine's docket can be called up by clicking on the **Docket** button. You can select *All* or *None* of your marines by clicking on the button marked **All** or **None** on the bar just beneath the Telemetry readouts.

To make it easier to issue commands, you can **Group** your marines into sub-squads. To do this, first select all the marines you want to place into a group. Next, click on the button marked **Assign**, then on one of the four alphabetical buttons just above the Assign button. After this, whenever you click on that same alphabetical button, all the marines in that group will be automatically selected. A marine can only belong to one group at a time.

As the mission progresses, your squad may scatter so that you can't view all of your marines at one time in the view window. To keep track of a specific marine so that the view window automatically follows him as he moves, select that marine, make sure he's current, and then click on the **Track** button. The view window will follow that





marine until you click on Track again to turn the tracking function off, or until you manually scroll the view window.

Monitoring Your Squad and Their Equipment

At the top of the Command Column are the Squad Telemetry readouts. Each readout has four parts: the marine ID number, the heartbeat indicator, the orange health bar, and the purple fatigue bar. As mentioned above, the ID number can be clicked on to select a particular marine. The heartbeat indicator will go flat-line when the marine dies. As each marine takes damage, the orange health bar will decrease; at the point where all the orange disappears, the marine is dead.

As each marine begins to wear out, the purple fatigue bar will drop. The lower the fatigue bar, the greater difficulty the marine will have responding to orders. When all the purple is gone, the marine is exhausted and will be unable to respond to any future commands until he has recovered somewhat. Although all activities use up some fatigue, running uses up the most — in general, the faster the marine is forced to move, the faster he will tire. Also, marines carrying more weight will tire faster. Fatigue returns at a slow but steady rate as time passes. If a marine is exhausted, however, it is important to make sure that he has been fully halted; if he is still trying to carry out movement orders, he will never recover enough fatigue to do so successfully.

At the bottom of the Command Column is the Inventory Box. The two black rows at the top of the inventory box show the name and the orders of the currently selected marine. The scrolling box at the bottom shows what items and how many of each the currently selected marine has in his pack.

To order a marine to use an item in his pack, click on it. If the item is a weapon, the weapon name will be highlighted. A marine may only use one weapon at a time, so selecting a second weapon automatically deselects the first one selected. If the item is not a weapon, the small box at the far left of the item name will turn red to indicate that the item is being used. Your marines may use as many non-weapon items at the same time as you like.

Special Note: One-Shot Weapons. Some weapons, such as grenades and missiles, are referred to as *one-shot* weapons. After a one-shot weapon is selected for use, the marine's most recent ordinary weapon will automatically be reselected, even if he still has grenades or missiles left to fire. To order a marine to repeatedly throw a grenade or launch a missile, you must select that weapon anew each time you

want it used. In addition, to use a missile, select the **missile** and not the **missile launcher**. Selecting the missile launcher will not work, since there are several types of missiles which may be launched.

The three buttons above the scrolling inventory list allow you to manage your marines' packs.

- *Get* instructs the currently selected marine to pick up the next item you click on in the View Window and add it to his pack.
- *Drop* instructs the currently selected marine to drop the next item selected from his pack.
- *Give* instructs the currently selected marine to hand the next item selected from his pack to the next squad member clicked on.

Issuing Commands

BREACH3 is designed to allow you to give general commands to your squad to guide their behavior in a combat situation, while also giving you the power to override the general commands and give specific instructions if the need arises. Keep in mind that your marines are individuals, and may sometimes disobey general or specific orders!

The *Fire/Movement Grid* in the middle of the Command Column determines the overall approach your marines will take to a combat situation. The options at the top of the grid determine under what conditions your marines will fire their weapons, while the options down the left edge determine how fast they will move.

- *Hold Fire* tells your marines not to fire their weapons unless you specifically tell them to.
- *Return Fire* tells your marines to fire back when fired upon but not to initiate fire.
- *Fire at Will* tells your marines to fire whenever they feel like it.
- *Walk* tells your marines to move slowly and conserve energy
- *Jog* tells your marines to move at a moderate pace
- *Run* tells your marines to move as fast as possible. Note that they will tire quickly if forced to run everywhere.

Select a combination of Fire/Movement options by clicking on the box at the intersection of the two options you want. The box will turn red. You may set a different combination of Fire/Movement options for each marine, or just once for the whole group, or any combination of the two. Whatever option you select will apply only to those marines who were selected at the time you chose the option.





If you select several marines at once who have different Fire/Movement orders, the option box that applies to the *selected and current* marine will appear red, and the option boxes for the other marines in the group will appear yellow.

To tell your marines to stop moving completely, select the marines you want to stop and click on the **Halt** button.

If you have selected either *Return Fire* or *Fire at Will*, your marines will in general fire at any hostile enemy they see using whatever weapon you have currently selected for them. They will choose their own targets. If you want to specify a particular target, or target an inanimate object such as a wall or piece of equipment, you will need to use the *Targeting Pointer*. Select the marine or marines you want to have fire, select the weapons you want them to use, then click the right mouse button until it changes to a set of red and white crosshairs. Left click the crosshairs on the target, and the marines will shoot at that target with their current weapon. (Remember that this won't happen until you are in action time mode.) After they have completed firing on the designated target, they will revert to making their own targeting decisions.

Other Mission Options

By clicking on the button marked **OBJ**, you can bring up a panel which will show you both what the objectives of the current mission are and how many of them you have accomplished. When you have completed all the objectives on this panel, the mission will end in success. If you run out of time before completing the objectives shown here, the mission will end in failure.

To order your marines to make use of a piece of stationary machinery, such as a Turbolift, select a marine and then click on the **Operate** button.

If your mission is planet-based, you may also call in artillery support for your men by clicking on the button marked **Support**. The pointer will change to the targeting crosshairs. Select a site to be the center of the artillery bombardment, and the area will be shelled. The degree of accuracy of the shelling is variable; it may be exactly on target, or quite a ways off-center. You may call for support only on planets, not on ships, and only once every ten minutes.

The Campaign Builder

With the **BREACH3** campaign builder, you can design your own missions and campaigns which you can then either play with **BREACH3** or chain to **Rules of Engagement 2** for use as planetary landing and ship boarding scenarios with that game. To access the builder, click on the box labeled **Campaign Builder** on the Destination screen. This brings up the main screen in the Campaign Builder, the campaign tree screen, which shows you a branching structure of numbered boxes in the main section with command buttons at the bottom and on the right.

The commands for handling your campaign files are at the bottom left of the campaign builder screen. **New** clears the builder of all previous information so that you can begin a new campaign from scratch. **Load** will bring up a previously-created campaign for examination or editing, while **Delete** allows you to remove unwanted campaigns. **Save** will save your current campaign, and the **As** half-button allows you to save the currently-loaded campaign under a new name.

Before starting to create your campaign, you probably want to baptize it. Click in the input box next to *Name* and type in the name of your new campaign. Then click in the *Designed By* box and enter your own name. Finally, use the up and down arrow next to *Difficulty* to specify the difficulty level of the campaign you plan to build.

The Campaign Tree

The series of connected boxes linked by red and blue arrows that occupies most of this screen is called the campaign tree. Each box or “node” on the tree will be filled in one of two ways: either with an actual mission to be played, or with a terminator of some kind that indicates a result has been reached. Each mission node on the tree has two possible outcomes: win, or lose. The outcome of the mission determines which branch of the tree the campaign path will follow. The winning outcome always branches to the left, and the losing outcome to the right. For example, the absolute simplest possible campaign would consist of a playable mission in Node 001, a “Win Campaign” terminator in Node 002, and a “Lose Campaign” terminator in Node 003. You can have a total of up to 512 nodes in a single campaign tree.





Campaign Tree Screen

Campaign Name

Designer Name

Campaign Difficulty

Tree Controls

Clipboard Node

Back to Choice Screen

Terminator Node (Win)

Terminator Node (Go To New Node)

Mission Node

Terminator Node (Lose)

Node Controls

Remove Campaign

Clear Tree

Load Campaign

Create Campaign Briefing

Create Marine Roster

Create Equipment Pool

Permit Chaining Set

Password

Save Campaign

Save Campaign With New Name

Reveal Password on Campaign End

To move around the campaign tree, use the three small arrows set underneath the top node. Clicking on the up arrow moves the tree up one level, while clicking on the right or left arrows moves the tree one level down in the same branch direction.

The node with the flashing border is “current” node, the one capable of being edited. To select a different node, click on the one you want. Press **Enter** to begin editing the node. A usurper box will appear, asking you if you want to fill the node with a *Mission* or with a *Terminator*. Select one of the two options, and click on **OK**.

On the campaign tree, a node with a mission in it will turn gray and display a letter indicating what the difficulty letter of the mission is. A terminator node will be displayed on the campaign tree as a white box with a single letter indicating the node type — **W** for Win, **L** for Lose, and **G** for Go To.

For easy manipulation of nodes, a “clipboard” has been provided. This is the node titled “Clip”, located at the upper right hand corner of the campaign tree display. To save the contents of a node to the clipboard, select the node you want and click on the command button at the right of the screen labeled **Cut**. To copy the clipboard’s contents to another node, select the destination node and click on **Paste**. To clear a node (including the clipboard node), select the node and click on **Clear**.

Terminator Nodes

If you choose **Terminator**, you will see the *Campaign Terminator Screen*.

In the upper left corner is a box where you choose what type of terminator the node will be. Click on the appropriate button:

- **Win:** Arrival at this node will mean a victorious campaign. In the *Score* box type in the number of experience points you wish to award the player for winning.
- **Lose:** Arrival at this node will mean a campaign defeat.
- **Go To:** Indicates that when this node is reached, the campaign will jump to a different mission or terminator node and continue from there. In the *Node* box enter the number of the node to jump to.

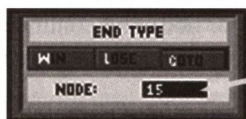
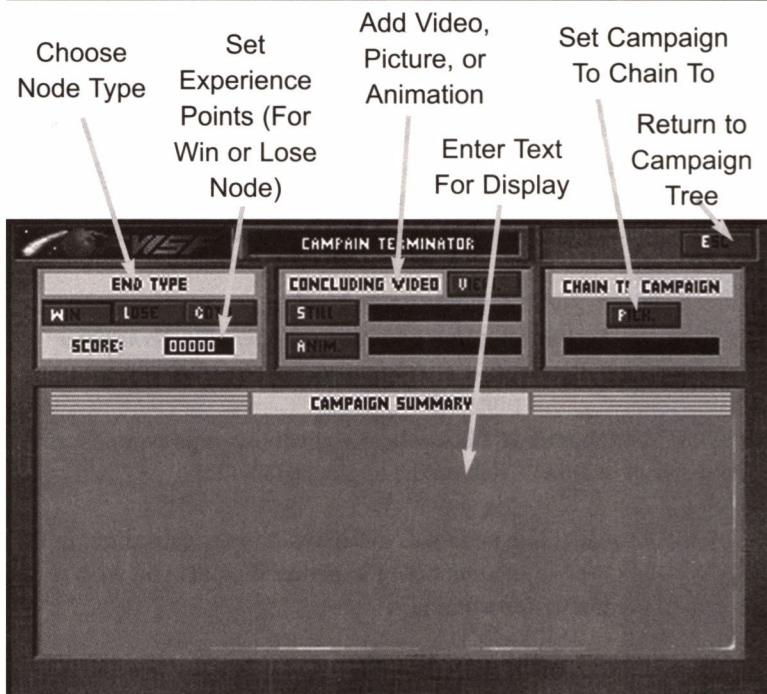




For each of the options, you may choose to have the game display some kind of a picture, some text, or both when the node is reached. To add a picture, click on one of the buttons marked **View**, **Still**, or **Anim**. A usurper box will appear with a list of files to choose from. Select one, and click on **OK**. To add text, click in the *Campaign Summary* box and type in the text to be displayed, up to 995 characters. Use the Backspace key to correct errors, and the Insert key to change from Insert to Overstrike mode.

If you want to connect another campaign to the current one, click on the box marked **Pick** and select a campaign from the usurper box. Then click on **OK**. This campaign will automatically start when the current one concludes, if the Chain option is enabled on the second campaign (see below).

Terminator Node Screen



Set Node to Jump To (For Go To Node)



Mission Nodes

If you select the **Mission** option, you will see a usurper box listing the choices of tile sets available for the scenario. (You can change the tile set once you are within the mission as well.) The four tile sets are **BRTHBL.SET** (planets with a breathable atmosphere), **UNBRTH-BL.SET** (Planets with an unbreathable atmosphere), **FWSHIP.SET** (Federated Worlds spaceships), and **UDPSHIP.SET** (United Democratic Planets spaceships.) Click on the tileset you want, and then click on **OK**. The *Mission Builder Screen* will appear.

The mission builder screen features a blank tile map in the left two-thirds of the screen. The remaining third of the screen contains the tile display window at the bottom, and the command buttons used to design the mission at the top.

The very top of the command section holds an input box where you can click to enter the name of the mission you are designing. Just under that and to the left is a window showing you what number node you are currently editing.

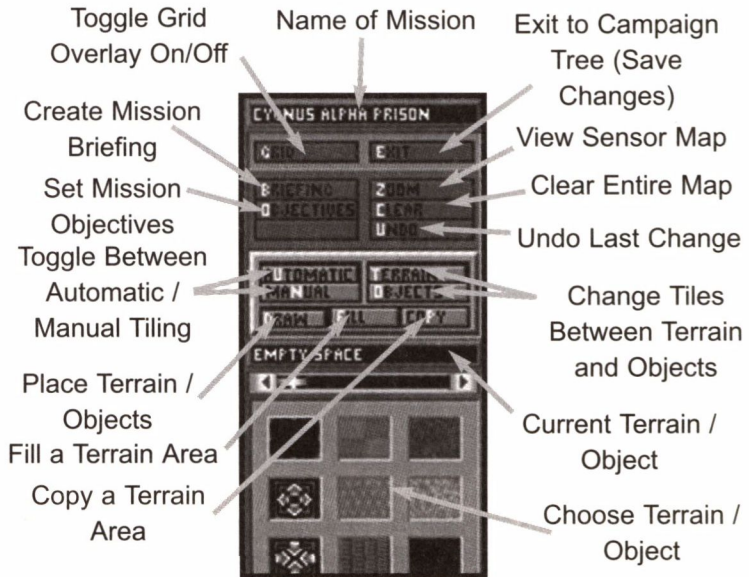
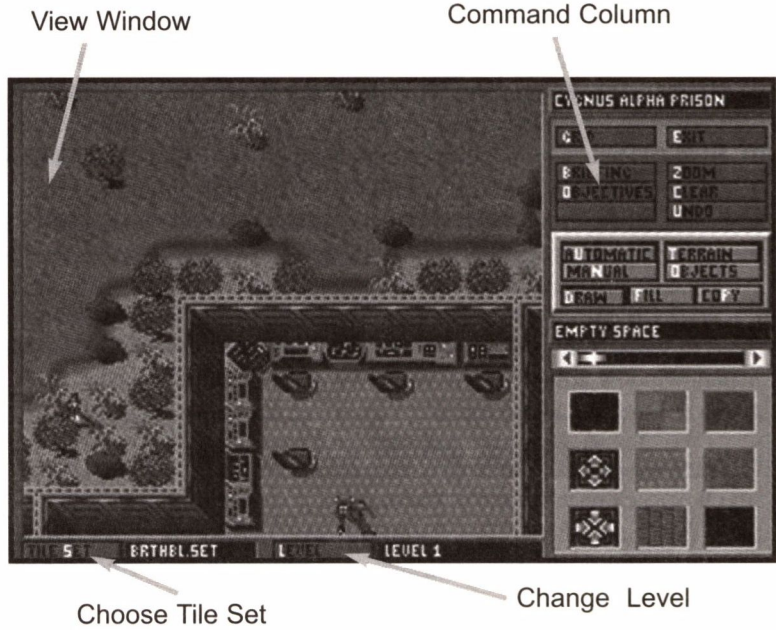
The largest section on the Mission Builder screen is the blank tile map, which you will fill with terrain and objects as you design each mission. The tile map, in normal view, shows an approximately 10x11 grid of square tiles. The maximum size of any one level is 75x50 tiles, and there may be up to five levels in any one mission. (Note that if you design a multi-level mission, you should be sure to place the appropriate objects on the map to allow the squad members to get from one level to another!) Click on the **Level** button below the tile map to change levels.

For each level, you can chose one of the four possible tile sets to employ for designing the mission. Click on the **Tile Set** button below the tile map to bring up the list of sets, and click on your choice. The first nine tiles of the tile set you have chosen will appear in the tile display window in the lower right hand corner of the screen. To see the rest of the tile set, use the scroll bar above the tile display window. You may use a different tile set for each level, if you like, but you may not combine tile sets on a single level.

There are two options available for placing terrain tiles: **Manual** and **Automatic**. When you have the Automatic option selected, the builder will automatically “round” the edges of the terrain tiles as you put them down, blending the edges of different tiles together to make a



Main Builder Screen



smooth border instead of a jagged one. If you would prefer not to use this feature, clicking on *Manual* will cause the builder to present you with a set of “blended” tiles that you can use to create boundaries precisely to your liking.

Important Note: Not every type of terrain can be smoothly edged with every other type of terrain. Deep water, for example, edges smoothly only with shallow water, and high ground edges smoothly only with grass.

To place terrain, first select the terrain type you want to put down by clicking on the square which contains that type. The bar just above the terrain tiles will tell you the name of the terrain you have currently selected. Once you’ve chosen a type, you can place terrain tiles in one of three ways by clicking the appropriate button:

- **Draw:** With this option, you can place tiles one at a time by simply clicking on the design board in the right spot. You can also click, hold down the mouse button, and drag to place a line or area of tiles all at once. If your terrain section borders another type of terrain, and you have *Automatic* selected, the Builder will attempt to create a smooth boundary between the two types of terrain. (Remember that this is not possible for all terrain pairs.)
- **Fill:** This option allows you to fill a large area with a certain tile type. Select the terrain type, then click on the *Fill* button, then click on any part of the area you want to fill. This works on both empty space and already-placed terrain. The area to be filled should be clearly bounded, or you may wind up filling more than you want. The edges of the screen act as boundaries.
- **Copy:** This option allows you to copy sections of terrain, both to other parts of the current level and to other levels of the same mission as well. To use this option, click on the *Copy* button, then click on the upper left corner tile of the area you want to duplicate, move the mouse pointer to the lower right corner of the area, and click again. Then move the mouse pointer to the upper left corner of the place where you want to paste the terrain section, and click. The section will be copied. (The original section will remain where it is.) If you paste between levels, a yellow box outline will appear around the corresponding to the area on the first level where you picked up the terrain piece. You can still paste the terrain section in anywhere on the level, however.





BREACH3

- If you make a change you don't like, clicking immediately on **Undo** will restore your map to the way it was before the last edit was made. (This applies to objects as well as terrain.)

Once you have all the terrain in place, you can place objects and enemies by clicking on the button labeled **Objects**. The tile set will change to show equipment and opponents.

To select an object for placing, click on it. As with terrain tiles, you can click, hold, and drag on the map to fill an area with a type of object. If you select a wall object and have chosen *Automatic*, the Builder will connect the wall segments and create corners and junctions for you as you place walls. Some objects have special features (turbolifts, doors, etc.) while others are simply "furniture" which can be used to add color to the scenario. (See the Technical Supplement for a complete list of equipment and its properties.) When a special object is placed, instructions for how to complete the placement will appear in the box in the lower right corner.

When you place a moveable enemy on the map, a usurper box will appear asking you to specify how you want that enemy to behave. When you have selected an option, click on **OK**. The choices are:

- **Roam Freely:** Click on the map to place the enemy. When the scenario is played, the enemy will wander randomly over the map.
- **Guard Position:** Click on the map to place the enemy. When the scenario is played, the enemy will move randomly over a small area near that location.
- **Snipe From Position:** Click on the map to place the enemy. When the scenario is played, the enemy will stay in that spot and fire on anything that comes within view.
- **Patrol Pattern:** Click on the map. The opponent will appear. Next, click on up to eight more spots on the map. A yellow square will appear each time you click. These squares mark out a patrol pattern that the enemy will follow while moving over the map.

Once you have created the terrain and placed the objects, the final major element of the mission is to decide on the goals the player will have to fulfill to win. Click on **Objectives** to set the mission's victory

conditions. A usurper box will appear with a list of possible victory conditions to choose from. At the left edge of the option list is a blank circle which is the on/off toggle for that condition. To set the condition, click within the circle so that it becomes filled. Click again to deselect the condition. You may select as many victory conditions as you like for each mission. Some victory conditions have a small input box just to the left of the text which allows you to specify numbers for those conditions: for example, if you select “Rescue Prisoners” as an objective, you need to decide how many prisoners will need to be rescued for a win and set the number in the box appropriately. You should also enter the maximum time (in minutes) that you wish to allow the player to have to complete the scenario in the box in the lower left corner.

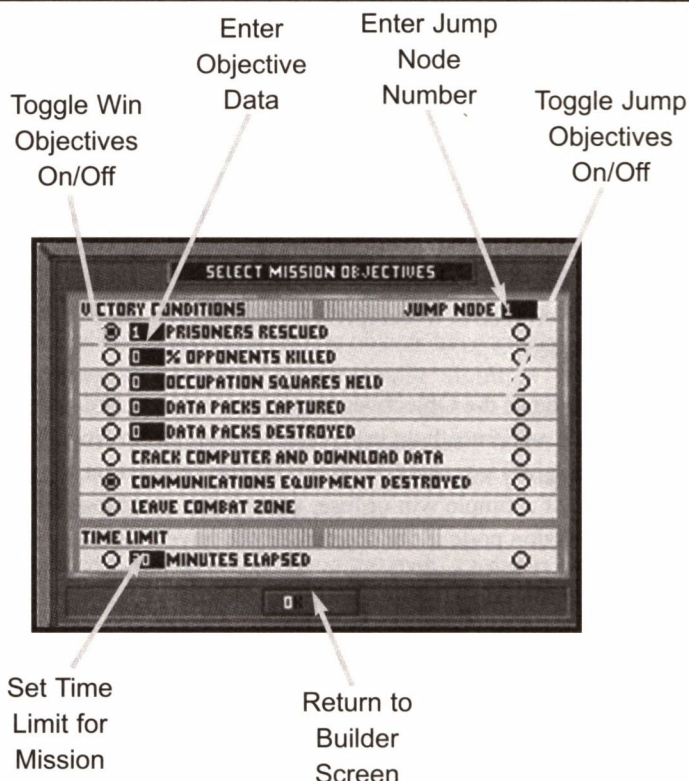
At the right side of the Objectives Box is another set of blank circle on/off toggles, underneath an input box marked “Jump Node.” This set of toggles gives you another option for the completion of the mission. Instead of a simple win or lose, you can set these toggles to jump to another mission node if the objectives you have toggled on in the right hand (NOT left hand!) column are completed. This can be either a reward or a punishment for your players. For example:

- You may set two objectives for a basic win in the mission, but set another two objectives which, if also met, indicate a truly stunning victory. If only the two basic objectives are met, the next mission for the player will be whatever lies along the “Win” branch of the campaign tree. If all *four* objectives are met, however, the jump box will jump the player to another mission further along in the campaign, allowing him to skip one or more missions as a reward for exceptional play.
- You may also use this option as a way of adding another level of complexity to the mission. For example, take a scenario where the win goal is to rescue three prisoners from a civilian holding facility. Rescuing the prisoners is the only condition for victory, but in the briefing you are also told that you must try to hold down the number of civilian casualties in the raid for propaganda reasons. To set this up, you would toggle the “Rescue Prisoners” objective on in the *left* button column, and toggle “50% Opponents Killed” in the *right* button column. If the player rescues the prisoners without killing more than 50% of the prison guards, he wins. If he kills more than 50% of the guards, however, even if he gets the prisoners out, he is jumped to another node with less happy consequences (perhaps an official court-martial and downgrade in rank.)





Set Mission Objectives Screen



As a last step, click on **Briefing** to establish a briefing file for the current mission. (Note that this is separate from the campaign briefing you may wish to create for the campaign as a whole, see below.) The Edit Mission Briefing screen will appear. Click anywhere in the main box to begin entering text. If you make an error, you can correct it with the **Backspace** key. You may enter more than one screen of text if you like, up to a limit of 995 characters.

To add either a still illustration or an animation sequence to be played when the mission briefing is called up, click on either the **Animation** or **Still** buttons, and select your choice from the list of files presented in the usurper box. Click on **OK**.

When you are finished with the mission, click on the **Exit** button. A usurper box will appear, offering you the chance to keep (i.e. save) the mission, to discard any changes you made since the last save, or to cancel out of the exit. Exiting the mission builder returns you to the main campaign builder screen.

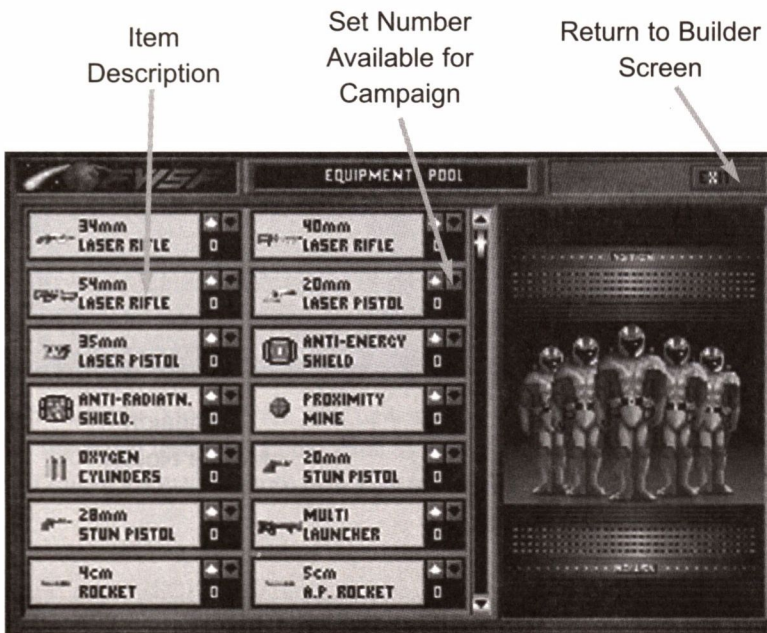
Men and Machinery

In order for your campaign to be playable, you need to provide a pool of both manpower and equipment to be used in the completion of the missions. To set up a supply of materiel for use in the campaign, click on the **Equipment** command button to bring up the Equipment Assignment screen. You will see a list of every piece of equipment available in the game, each with a picture of the item and a pair of toggle arrows. Click on the toggle arrows to change the number of pieces of each item that will be available during the campaign. (The maximum allowable is ninety-nine.) Remember that you are creating an equipment pool to be used during the entire campaign, not just one mission.



The equipment pool will be automatically updated as the campaign is played out. Any items destroyed or left behind during one mission will be deleted from the pool and made unavailable for any subsequent missions. In addition, any equipment that the marine squad picks up and carries away from a mission will be added into the equipment pool for use in later missions.

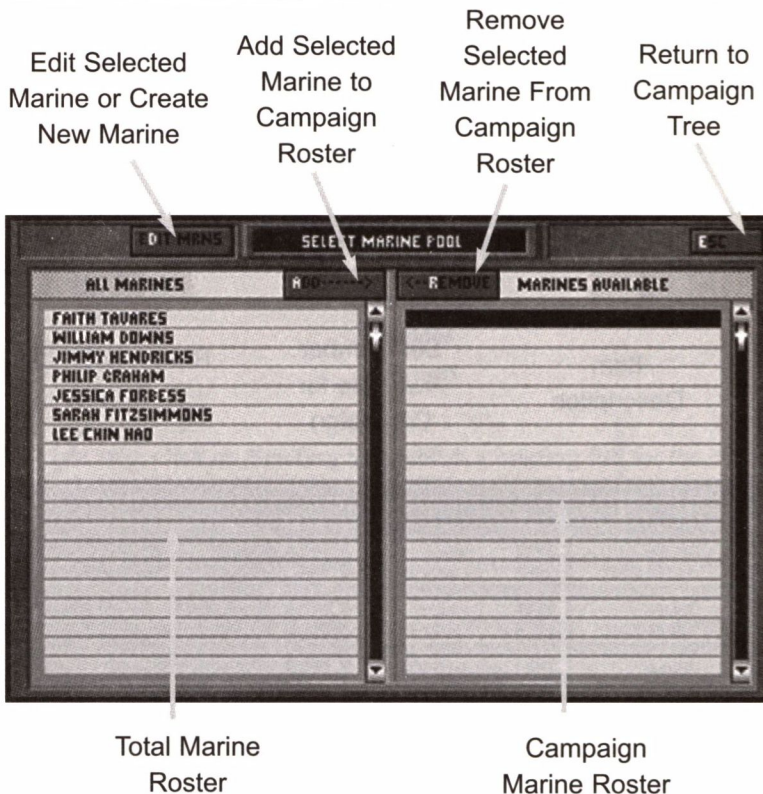
Create Equipment Pool Screen





To create marines for the campaign, click on the **Marines** button on the main campaign builder screen. The Marine Roster screen will appear. On the left is a list of all the marines stored in the game files. On the right is the list of marines that you will make available for use in your campaign. The player will be able to choose *only* from the marines appearing in the right column. To move a marine from one column to the other, select the marine by clicking on his or her name, then click on either **Add** or **Remove**, depending on which way you want to shift the marine.

Create Marine Roster Screen



If you want to add to the precreated marine list for your own campaign, you can do so by clicking on the button marked **Edit Mrns.** The Create Marines screen will appear. Click on **New** to clear the screen and begin building a marine from scratch. To bring up an already-created marine for examination or editing, click on **Load** and select the marine name from the usurper box. Click **OK** and that marine's record will appear. When you have created a new marine to your satisfaction, click on **Save** and the record will be stored in the marine databanks.



The creation of marines is in many ways identical to the creation of a Squad Leader character, but there are more attributes that need to be assigned. Click on the input box next to *Name* and baptize your new marine. Use the toggle arrows next to the *Rank* indicator to set his rank, and then enter dates for year *Born* and *Entered Service*. Select a picture using the toggle arrows.

Next, you have to assign statistics to your new marine. As with the Squad Leader, statistics range from zero to one hundred, with fifty being an average value. Since the marine is being designed by you and not by the computer, all of his statistics are manually set using the toggle arrows instead of being randomly produced (as with a Squad Leader). Marines have an additional statistic to set as well called *Morale*, which helps determine how well they will perform in battle. You can also set the marine's experience levels by manually adjusting *Battle Time*, *Missions Attempted*, *Victories*, *Losses*, and *Kills*. More experienced marines will perform better in many situations.

On the lower right hand side of the screen is another set of ten statistics to set for each marine. These stats determine what a marine's actions are likely to be in a judgment call or when he is told to maneuver at will. The player will never see these statistics unless he accesses the scenario builder. Instead, his understanding of the marine will be based entirely on information you, the builder, enter into the marine's docket sheet. To create a docket sheet, click on the button marked **Docket**, then click on the box that appears and type in the text (up to 495 characters) to describe your new marine. Create as many marines for the squad leader to choose from as you like, but remember that he can't have a squad of more than nine marines at one time.



Create/Edit Marine Screen

EDIT MARINE

| | |
|-----------------|-----------------|
| NAME | DANIELA KINCYD |
| RANK | LT. COMMANDER |
| SERIAL NUMBER | 5M3741-CAS 6680 |
| BORN | 2330 CE |
| ENTERED SERVICE | 2347 CE |

DOCKET **PICTURE**

| | | | |
|--------------------|----|------------------|----|
| STRENGTH | 50 | 1 AGGRESSIVENESS | 40 |
| AGILITY | 50 | 2 BRAVERY | 55 |
| ACCURACY | 50 | 3 DIPLOMACY | 55 |
| BATTLE TIME | 0 | 4 EXPERIENCE | 51 |
| MISSIONS ATTEMPTED | 0 | 5 HUMILITY | 41 |
| VICTORIES | 0 | 6 INNOCUITY | 54 |
| LOSSES | 0 | 7 LEADERSHIP | 63 |
| KILLS | 0 | 8 LOYALTY | 76 |
| MORALE | 50 | 9 STAMINA | 37 |
| | | 0 TEMPERMENT | 51 |

NEW **LOAD** **SAVE** **X**

Completing the Campaign

To finish up the campaign, you need only: create a briefing, if desired; decide on protections for your creation, if any; and set the chaining protocol, if you want one. None of these things are *required* for a campaign, but you may find them useful. These options are accessed from the main campaign builder screen.

Click on **Briefing** at the right side of the screen to set up a briefing file for the campaign as a whole. This briefing will be the first thing the player sees when he begins the campaign, and should give him an idea of the overall purpose of the campaign. (Note that this is separate from the individual mission briefings you may have created for the individual missions.) The Edit Campaign Briefing screen will appear. Click anywhere in the main box to begin entering text. If you make an error, you can correct it with the **Backspace** key. You may enter more than one screen of text if you like, up to 995 characters.

add either a still illustration or an animation sequence to be played when the campaign briefing is called up, click on either the **Animation** or **Still** buttons, and select your choice from the list of files presented in the usurper box. Click on **OK**.

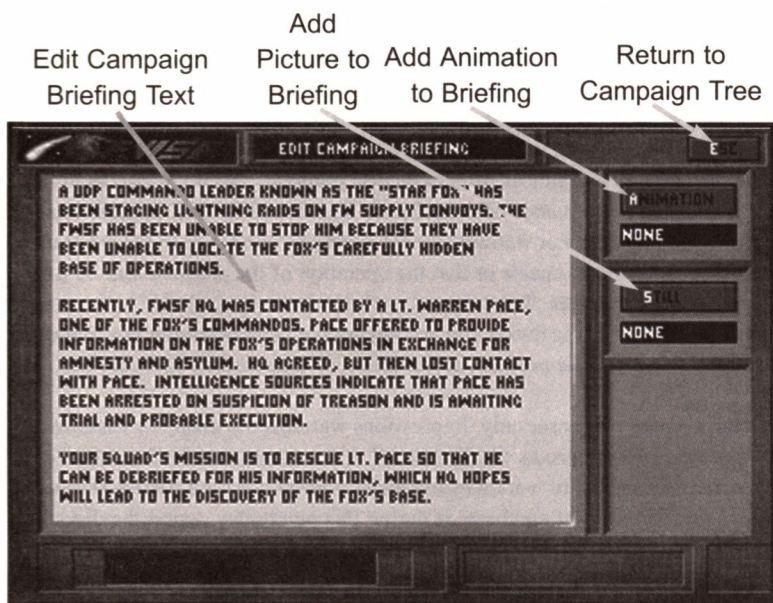
If you wish, you may add a password to your campaign to prevent other players from viewing or editing the it. Click on **Password** and enter the text in the input box to the right of the password button. Once saved, the campaign will then only be available for loading to someone who inputs the correct password.

If what you want is simply to keep any player of the campaign from viewing it until it has been completed, you can set a password and click on the **Reveal** option. With this option enabled, the file will be inaccessible to anyone without the password, unless he has finished playing the campaign. Upon successful completion of the campaign, the file will become available for viewing or editing by the player.

The **Chain** button allows you to set up a campaign so that a second campaign can chain to it. If this option is set at *Unchained*, this campaign can't be used as a destination.



Create Campaign Briefing Screen





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